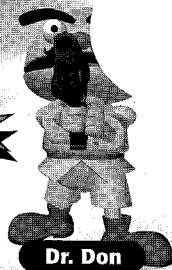


Dr. Dan



Dr. Don

The festive firearm fun of Point Blank is back, and this time, it's even more explosive than before! From the arcade action of Point Blank Castle to the suspense and excitement of Theme Park Mode, this game has it all! Dr. Don and Dr. Dan are back too, in their wacky glory. Get ready for... Point Blank 2!

Contents

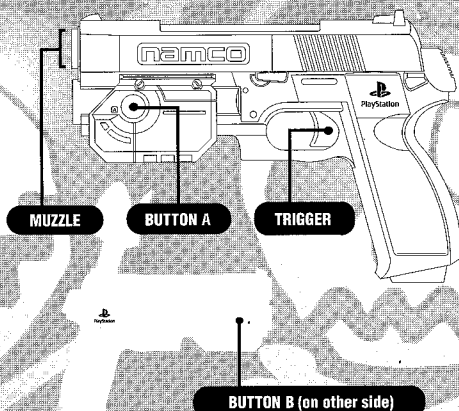
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| PlayStation® Setup | 2 |
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| Controls | 5 |
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GUNCON SETUP

It's Point Blank 2—the sequel to Namco's PlayStation gun shooting game, Point Blank. Point Blank 2 features new stages and new modes to satisfy your shooting-frenzy cravings. Enjoy Point Blank 2's unique, cheerful atmosphere with your friends and family!

In Point Blank 2, you can connect two Guncons so that two players can play simultaneously. To play with two Guncons, connect the video input plugs to each other, then connect the Guncon plugs to their respective controller ports on the PlayStation game console.

Note: If you are using the Sony PlayStation AV Adapter (Sony Part Number SCPH-1160U), connect the video input plugs in the same way.

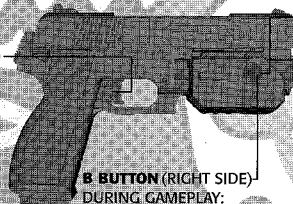


CONTROLS

Using the Guncon

See the diagram below for the Guncon controls. Also, if you want to quit while playing a game, pause the game, then press and hold A, B, and then the Trigger. (On a Standard Controller, that's the \times , then the \bigcirc Button.)

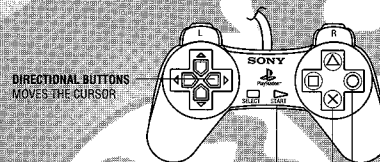
TRIGGER (SHOOTING THE SCREEN)
ON THE TITLE SCREEN:
STARTS THE GAME
ON A MENU SCREEN:
SELECTS A COMMAND
DURING GAMEPLAY:
SHOOTS



A BUTTON (LEFT SIDE)
ON A MENU SCREEN:
RETURNS TO PREVIOUS SCREEN
CANCELS A COMMAND
DURING GAMEPLAY:
SCROLLS THROUGH A TEXT MESSAGE

B BUTTON (RIGHT SIDE)
DURING GAMEPLAY:
PAUSES THE GAME

Using the Standard Controller



DIRECTIONAL BUTTONS
MOVES THE CURSOR

START BUTTON
ON THE TITLE SCREEN: STARTS THE GAME
DURING GAMEPLAY: PAUSES THE GAME

\bigcirc BUTTON
ON A MENU SCREEN: SELECTS A COMMAND
DURING GAMEPLAY: SHOOTS

\times BUTTON
ON A MENU SCREEN: CANCELS A COMMAND
DURING GAMEPLAY: SCROLLS THROUGH A TEXT MESSAGE
ON THE TITLE SCREEN: STARTS THE GAME

BEFORE YOU PLAY

Before you start playing, you need to calibrate your Guncon. You can do this on the Guncon Calibration Screen that appears after the Title Screen, or after you select Gun Setup in the Options menu. If you start playing without calibrating your Guncon, the aim may be off.

How to Calibrate your Guncon

- 1) Start the game, and enter "Options." Then shoot "Settings," and next, "Gun Setup."
- 2) A target will be displayed in the center of the screen. Aim for the center of the target and shoot.
- 3) After you shoot, an "X" will appear on the screen. (It will be red for Player 1, blue for Player 2.) Compare the X's position on the screen to where you are aiming, to make sure the Guncon is calibrated correctly.
- 4) Repeat steps 2 and 3 until you are sure the Guncon is calibrated correctly. Then, press the A or B Button on the Guncon. This will return you to the Options Setting Screen.



STARTING THE GAME

The Title Screen

When the opening animation ends, you can pull the trigger or if you press the A or B Button (or the Start button on a controller) during the opening animation, the Title Screen appears. If you are using a Guncon, pressing the A or B Button will bring up the Gun Calibration Screen. After you are finished calibrating, the Mode Select Screen will appear.



The Mode Select Screen

On this screen, you can choose from four game modes and the Options Mode. When you aim at an area in the park, the name of the mode will be highlighted.



Party Mode:
Group fun for 2 to 8 players!

Training Mode:
Choose any stage and practice, practice, practice! (1 player only)

Point Blank Castle:
Features one-player and two-player versus modes.

Options Mode:
Adjust various settings.

Theme Park Mode:
You're the hero in an adventure set in a theme park! (1 player only)

STARTING THE GAME

Point Blank Castle

Versus

Endurance

New Game

Continue

Party Mode

Arcade

Tournament

Team Battle

Turf War

Training Mode

Theme Park Mode

New Game

Continue

Options

Save

Load

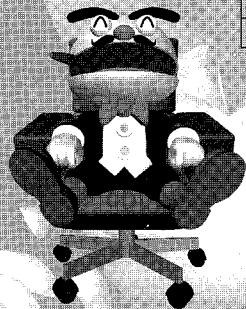
Settings

Gun Setup

Controller

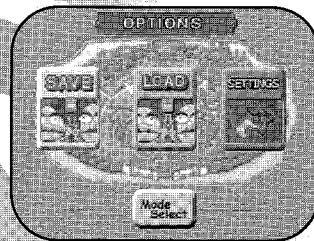
Sound

Screen



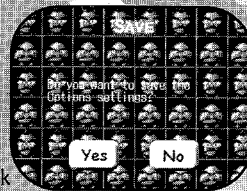
OPTIONS

In Options mode, you can save and load game data, and adjust various settings. If you shoot the "Options" area in the Mode Select Screen, the three choices "Save," "Load," and "Settings" appear. Pick one and shoot!



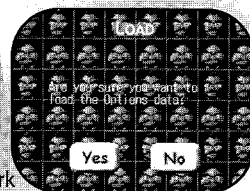
Save

Brings up the Save Screen. You can save your game here. (Except for Theme Park Mode data.)



Load

Brings up the Load Screen. You can load saved data here. (Except for Theme Park Mode data.)



OPTIONS

The Options Screen gives you four choices. Pick one and shoot!

Gun Setup

You can calibrate your Guncon here, or you can use the Gun Setup Screen that appears after the Title Screen. Please see page 6 for details on how to calibrate your Guncon.

Controller

You can adjust your controller setup here. You can choose between two shot sizes and three cursor speeds. Shoot the settings to change them!

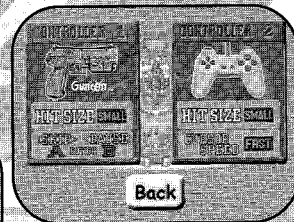
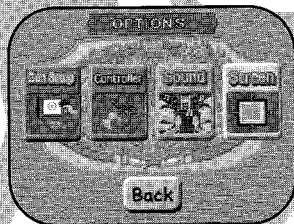
| | |
|-------------|-----------------------------------|
| Guncon: | Hit Size: Small or wide |
| | A Button B: Switches button setup |
| Controller: | Hit Size: Small or wide |
| | Cursor Speed: Slow, fast or max |

Sound

You can switch between stereo and mono sound.

Screen

You can adjust the position of the screen by shooting the up, down, left and right arrows. To reset the screen to its original position, shoot the "Reset" button.



POINT BLANK CASTLE

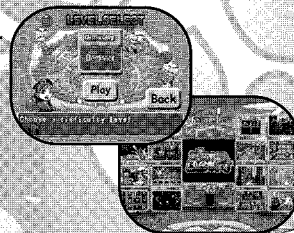
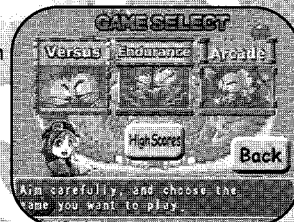
You can choose from three different modes in Point Blank Castle, and play with one or two players. If you shoot "Point Blank Castle" on the Mode Select Screen, the Game Select Screen will appear.

How to Start Playing in Point Blank Castle

Pick one of the three games on the Game Select Screen and shoot it to start the game. If any settings need to be adjusted, please follow the instructions on the screen. If you want to return to the Mode Select Screen, shoot the "Back" button. Also, shooting the "High Scores" button will display the current high scores.

Versus Mode

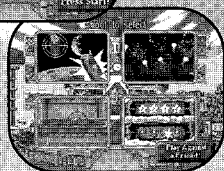
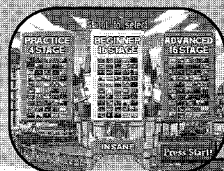
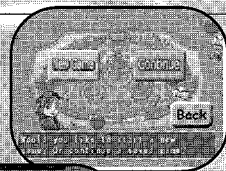
In Versus Mode, there are 16 stages that you can choose from. First, you must select a difficulty level. There are four levels- Practice (8 stages), Beginner (16 stages), Advanced (16 stages), and Insane (8 stages). Even if you select Beginner or Advanced, Insane level stages may randomly appear.



POINT BLANK CASTLE

Endurance Mode

In Endurance Mode, you must clear as many stages as you can with a limited number of lives. Shoot "New Game" on the Endurance Mode menu screen to begin a new game. You can also shoot the "Quit" button to exit this mode and save your game. If you lose, you can shoot the "Retry" button to start the challenge from the beginning or the "Quit" button to end the game. To resume a saved game, start Endurance Mode again from Point Blank Castle's Game Select Screen.



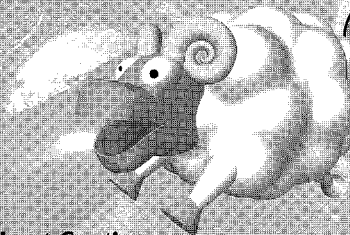
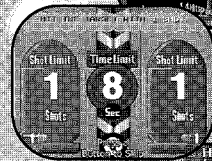
Arcade Mode

Four courses await you in Arcade Mode— Practice, Beginner, Advanced and Insane. The Practice course features 4 stages, and the other three courses have 16 each. There are also some Bonus stages along the way too.

POINT BLANK CASTLE

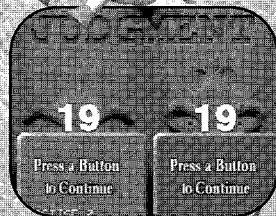
Basic Rules

Before each stage begins, the conditions for clearing the stage, as well as any limits on time and bullets, will be displayed on the screen. After you play the stage, your results and high score will be displayed. If you failed to meet the conditions, or if you shot an object labeled "Don't Shoot!" then you will lose lives accordingly. When you run out of lives, the game is over.



About Continues

In Arcade and Versus Modes, you can choose to continue the game when you run out of lives. Each time you decide to continue, points will be deducted from your total score. In Endurance Mode, you cannot continue once you run out of lives.

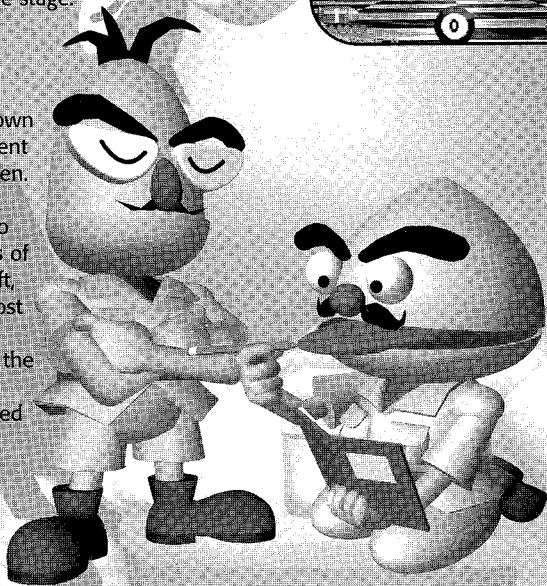
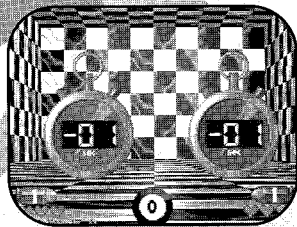


POINT BLANK CASTLE

2-Player Versus Mode

In Arcade, Versus, and Endurance Modes, two players can play head-to-head. At the beginning of the game, choose a controller and press the Start Button. A second player can jump in the middle of a game only in Arcade Mode. When this happens, the game will begin at the start of the stage.

On some stages, each player will have their own shooting area in different parts of the same screen. On other stages, the screen will be split into two halves. Regardless of the number of lives left, the player with the most points at the end of a stage will be declared the winner on that stage. Results will be displayed after each stage.



PARTY MODE

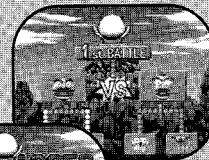
You and your friends can choose from three different games in Party Mode. If you shoot "Party Mode" on the Mode Select Screen, the Game Select Screen will appear.

How to Start Playing in Party Mode

Pick one of the three games on the Game Select Screen, and shoot it to start the game. If you want to go back one screen, shoot the "Back" button. Also, shooting the "High Scores" button will display the current high scores.

Tournament

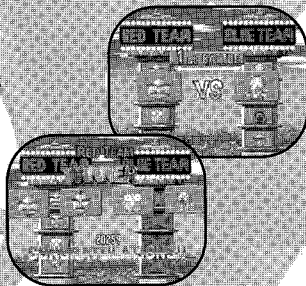
You and your friends can play against each other in a tournament battle. You will lose lives if you can't fulfill the stage clear conditions, or if you shoot an object marked "Don't Shoot!" But regardless of the number of lives left, the player with the most points will be declared the winner. Up to four players can compete in the tournament. In case of a draw, there will be a rematch.



PARTY MODE

Team Battle

You and your buddies can split up into the Red and Blue teams to compete against each other. Players from each team compete one-on-one, and the player with the highest score wins. In the end, the team with the most players remaining wins the match. Each team can have up to four players, for a total of eight.



Turf War

In this game, you and your friends take turns trying to steal each other's territory. The player with the most territory at the end of the match wins the game. On your turn, you choose a square to invade, and if you can defeat the owner of the square, it becomes your territory. In addition, any squares that are between your existing territory and the newly conquered square also become your territory. Since this works vertically, horizontally, and diagonally, this means that players who have nothing to do with the one-on-one match may find that their territory has been taken away.



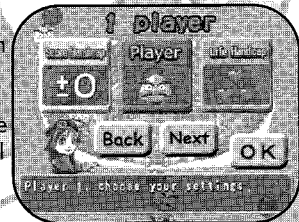
After a pre-determined number of rounds, the player with the most territory wins the game. Up to four players can participate.

Important note: The controller in Controller Port 1 is always used for offense. All players must use that controller on their turn, no matter what.

PARTY MODE

Character and Handicap Settings

On the Player Select Screen, each player (starting with Player 1) can adjust their score and life handicaps, and choose a character to represent them on-screen. Shoot the panels to adjust each setting, and shoot the "Next" button to move on to the next player. When all players have adjusted their settings, shoot the "OK" button. This will display the settings for each player. If the settings are okay, shoot the "Play" button. Shooting "Back" will cancel the setting adjustments, and the game will return to the Game Select Screen.

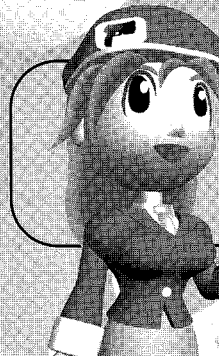


About Penalties

If you lose a game in Party Mode, a penalty will be displayed for the losers.

Controller Settings for Party Mode

If a Guncon or controller such as a Standard Controller is plugged into Controller Port 2, two players can play simultaneously. Also, if both a Guncon and a controller are plugged in, they can be reassigned to different players. If you have only one Guncon, you can take turns playing the stages one at a time.



TRAINING MODE

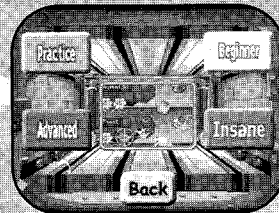
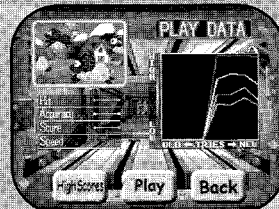
In Training Mode, you can practice on any of the stages that appear in Point Blank 2. After you play a stage, your records for the past eight tries are displayed on a graph, showing how much you have improved. This mode is for one player only. Train hard, so you can rack up the high scores and cream your friends!

How to Start Playing in Training Mode

The stages are divided into categories, such as "Black & White Targets." First, pick the category you want and shoot! You can then pick the stage you want to practice on. When you select a stage, your statistics for that stage will appear. Shoot "Play" and choose the level of difficulty you wish to practice or shoot "Back" to return to the Stage Select screen.

About the Statistics

Your statistics for the past 8 tries will be displayed on a line graph. Also, if you shoot the "High Scores" button, you can view the high scores for each difficulty level.



THEME PARK MODE

You're the hero! Your mission is to clear each of the attractions in the Theme Park, while searching for the missing Princess. This mode is for one player only.

How to Start Playing in Theme Park Mode

If you shoot "Theme Park Mode" on the Mode Select Screen, a menu will appear. If you are playing for the first time, shoot the "New Game" button and enter your name. Names can be up to six letters long. If you already have a saved game, shoot the "Continue" button to load your game.

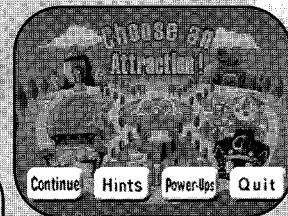
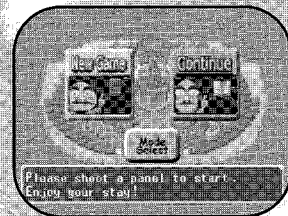
Exiting Theme Park Mode

You can pause the game at the Attraction Select screen by pressing the B Button on your Guncon, or the \otimes Button on your Standard Controller. When the game is paused, the following menu will appear:

- Continue: Unpauses the game.
- Hints: Displays the clues you have collected about the missing Princess.
- Power-ups: Shows the Power-ups you have collected.
- Quit: Exits from Theme Park Mode.

Saving Data

You can save your game when you finish playing an attraction or when you exit from Theme Park Mode. Just follow the instructions on the Save Screen. There are three game save slots, so you can save three different games.



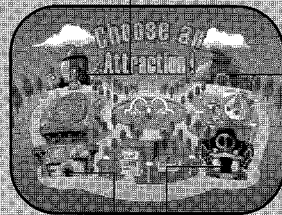
THEME PARK MODE

Basic Rules

- 1) Play and clear each attraction in the Theme Park.
- 2) When you clear an attraction, you will receive information about the missing Princess. The quality of the hints depends on how well you played.
- 3) If you collect the hints and clear the mysterious final attraction, you will find the Princess.
- 4) If you are unable to get even one hint about the Princess, the game is over.
- 5) To get into an attraction, you will need a Ticket. You get four Tickets when you enter the Theme Park, but you can not enter the same attraction twice with out using a "Free Pass" item.

Cosmic Drive

Abyss Tours



SuperBullet Train

Haunted House

From this screen, you can choose to visit the attractions in any order. First, you must visit these four attractions to collect information about the missing Princess. Where is the mysterious final attraction? And where is the missing Princess? It's up to you to find out!

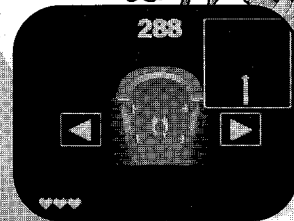
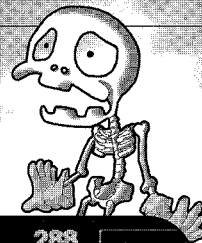
THEME PARK MODE

An Introduction to 2 Attractions

The Haunted House

A maze-type attraction with a *time limit*... Get out while you still can!

- 1) Try to find the exit and escape from the Haunted House! Use the map in the corner of your screen to guess the shortest route.
- 2) Monsters lurk at various points along the way! Each monster will test your skills, and if you pass, you can move on.
- 3) You can also find treasure boxes along the way. These boxes can contain goodies such as extra lives or extra time. But be careful, they can also contain monsters!
- 4) When you run out of lives or run out of time, it's game over.
- 5) Escape as fast as you can! The more time you have left over, the better your ranking will be at the end.

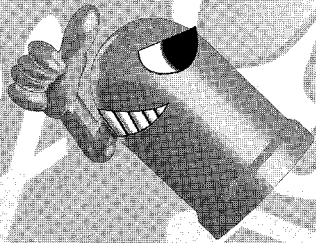
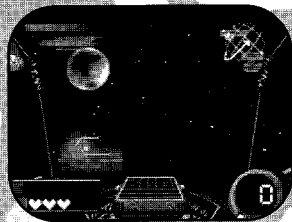


THEME PARK MODE

Cosmic Drive

Defeat evil aliens to save the Earth in this space shooting attraction.

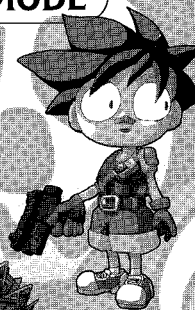
- 1) You are the gunner of a spaceship on its way to Earth. Shoot any approaching enemies! If you miss one and it hits your ship, a stage begins. If you fail on the stage, you lose a life. If you lose all of your lives, the game is over.
- 2) Shoot the enemies with your Guncon. Some of them are protected by shields, and may need several shots before they explode.
- 3) You may see powerups mixed in with the asteroids. Don't miss any!
- 4) When you approach your destination, you face the enemy boss. If you lose in this mini-game, the game is over.
- 5) The more enemies you shoot down, the better your ranking will be at the end.



THEME PARK MODE

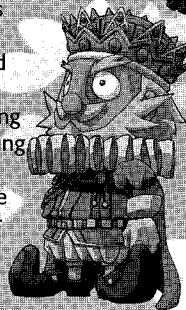
The Hero

You are a young boy who has come to the Theme Park to play. You must help the King find the missing Princess.



The King

His precious daughter is missing, and the King is frantic. Willing to try anything to find his daughter, he asks you for help.



The Princess

The beautiful young Princess who has disappeared. Several people have seen her around the Theme Park. It's rumored that she likes to play tricks...



Rumor has it that Dr. Don and Dr. Dan have invented the world's toughest gun shooting game, and are lurking somewhere in Theme Park Mode...

